

OTHER  
SIERRA DISCOVERY SERIES  
GAMES



Alphabet Blocks  
Pre-readers and up



Castle of Dr. Brain  
Ages 12 and up



EcoQuest: The Search for Cetus  
Ages 10 and up



EcoQuest: The Lost Secret of the  
Rainforest  
Ages 10 and up



Mixed Up Fairy Tales  
Ages 7 and up



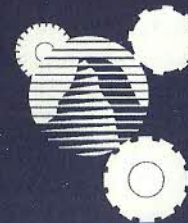
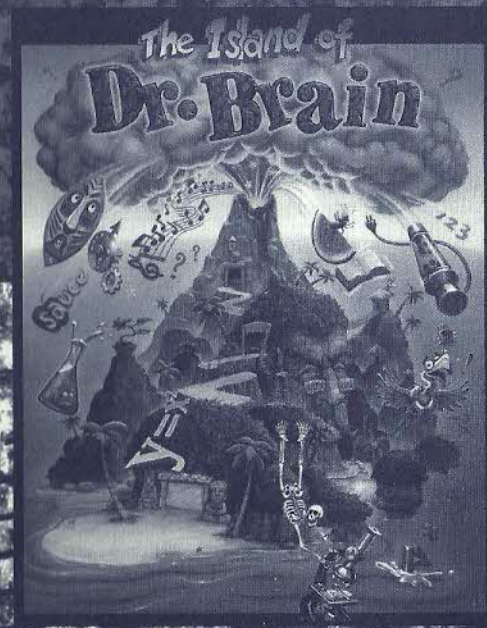
Mixed Up Mother Goose  
Pre-readers and up



Quarky and Quaysoo's Turbo Science  
Ages 8 through 13



Twisty History  
Ages 8 and up





## ABOUT SIERRA DISCOVERY SERIES:

The goal of the Sierra Discovery Series is to create the ideal learning environment. A time and place where learning can be fun. Several important things happen when you play a Sierra Discovery Series game.

First, as you get involved in the game's story line and solve its puzzles and problems, you develop mental skills like logic and problem-solving that are crucial to success in school, work, and life.

Second, each Sierra Discovery Series game introduces you to one or more academic subjects—like math, history, or science—in an entertaining, enjoyable context. Besides teaching facts, the games stimulate curiosity about these subjects and encourage exploring them in other games, books, and activities.

Finally, Sierra Discovery Series games make you comfortable with the world of computers. As you play, you quickly see that you cause and control the computer's actions. This can go a long way toward motivating you and creating a lifelong friendship between you and computers.

Sierra Discovery Series games are an innovative, rewarding way to learn to like to learn. We hope you'll try them all.

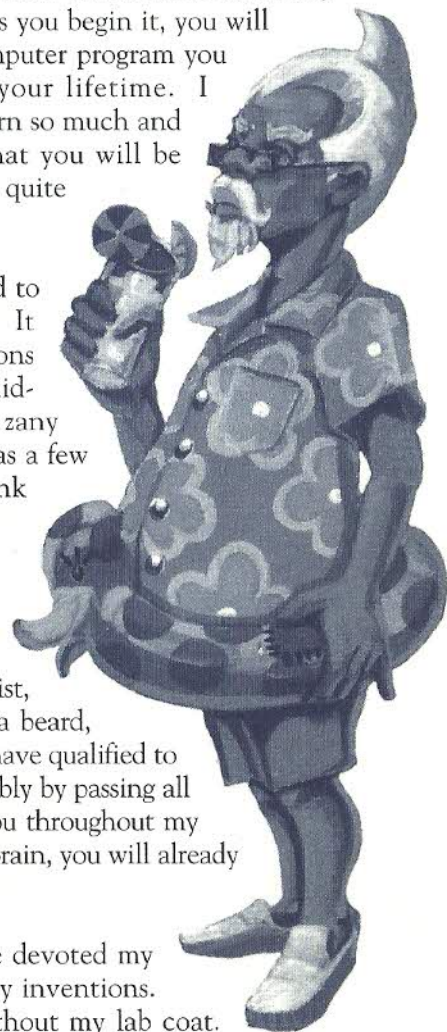
## GREETINGS! FROM DR. BRAIN



Thank you for buying my latest wondersome creation, *The Island of Dr. Brain*. As you begin it, you will find it is like no other computer program you have ever purchased in your lifetime. I anticipate that you will learn so much and have such a great time that you will be glued to your computer for quite some time.

This little guide is designed to merely whet your appetite. It includes insightful suggestions and additional creative guidance about the puzzles, a zany brain-teasing quiz, as well as a few additional goodies to think about.

**Who am I?** Thank you for asking. Well, here's a picture of me. As you can see, I'm just your average scientist, complete with white hair, a beard, and a mustache. Since you have qualified to be my lab assistant, presumably by passing all the obstacles I placed for you throughout my home, in the Castle of Dr. Brain, you will already know a little bit about me.



As a matter of fact, I have devoted my entire life to creating wacky inventions. Rarely will you see me without my lab coat. At a very young age, I realized that I was unlike most kids. You see, while other children were learning their addition and subtraction, I was tackling algebra, trigonometry, calculus, and studying the laws of physics. I also have a strong interest in chemistry, music, and the arts. While

other children played outdoors, I stayed inside to learn how mechanical devices work. Gears, pulleys, levers, and cogs fascinate me! Then there were numerous experiments with electronics and robotics!

So it was very early on that I began designing the most astonishing and clever inventions you'll ever lay your eyes on! IN FACT, I've packed a little of everything I enjoy for you to experiment with on my fantastic island.

Indeed, so many wonderful things await you, that I can't even begin to tell you about all of them. Just begin *The Island of Dr. Brain* and you'll see! May you be delighted and thrilled during your stay on my island. Here are just a few of the discoveries awaiting you.

## ART

In my modern island art gallery, some of the most (*temperamental?*) famous talking artists' busts of all time will exhibit their works. You will learn to identify some of the most brilliant paintings by Vincent Van Gogh, Wassily Kandinsky, Pablo Picasso, Georgia O'Keeffe, Salvador Dali, and Jackson Pollock.

## MUSIC

Do you have ambitions of becoming a famous composer someday? You may begin your debut at my world-famous electronic organ. Start off by learning the notes, make progress by learning to play scales, and finally create your own masterpieces! Voilà!

## MATH

Perhaps math is your forte? Good! My island is constructed of innumerable math puzzles. A few noteworthy ones are my Cartesian Microscope (for the mathematically coordinated), my sarcophagus series lock, and my brand-new Volcanic Magic Square. I should also mention that you will test and

build your boolean logic skills when you repair my volcano stack computer. Stack up your sorting skills in my Tower of Hanoi puzzle.

## PROGRAMMING

Practice your programming skills as you instruct my island laboratory robot to pick up several crates of top-secret supplies for you.

## SCIENCE

Get your fill of physics in my island elevator. Learn to calculate precise measurements of liquids (in cups, quarts, and gallons) for my elevator counterweight. Study the laws of motion when operating my elevator (crash test dummy provided at no charge). And experiment with the concept of mechanical advantage by constructing your own robot rat-driven gear system. Plus more!

## LANGUAGE ARTS

You will sharpen your vocabulary skills in my mountain top language garden. Work with homonyms (words that sound similar but are spelled differently — *maize* and *maze*), synonyms (different words that are similar in meaning — *talkative* and *loquacious*), and antonyms (pairs of words that are opposite in meaning — *war* and *peace*). You'll also learn dozens of French, German, and Spanish words.

## AND MORE!

These are just a few of the things you will learn on my island. You see, my lab assistant, I'm very interested in your future. You and I will accomplish the most amazing discoveries mankind has ever known. *Just think of it.* In the meantime, find something you enjoy in your life — then go out and be the best you can at it. And learn to be very inquisitive (if you aren't already). Bug your friends. Bug your parents. Bug your teachers. May you go out and live your dreams.



All right. What are some things you can do after solving the puzzles on my island? How about some of the following?

- *Yours free!* A complete reference manual called the **EncycloAlmanacTionaryOgraphy**. Try reading sections of it. You will find three kinds of information in it. Stuff you may know right now, stuff you may learn right now, and stuff you will learn someday in your future.

As a matter of fact, most folks learn this material by the time they graduate from high school. How soon you learn these things is up to you. There are literally hundreds of questions you can look up and answer. Here are a few.

What day will your birthday fall on in 1996? (see inside cover) When is the next leap year (when February will have 29 days instead of 28)? (see inside cover again) How many pecks are in a bushel? (see page 99) Gregor Mendel is known as the father of what? (see page 82) Where is Easter Island? (see page 80) Who was the Greek God of the sea? (see page 67) What is a Fibonacci number? (see page 15)

- Perhaps you'd like to involve some of the other people in your life with your projects. Here are some things you might like to try with them.

**Your friends** - Use Dr. Brain's Secret Cipher techniques (page 51) to send coded notes to your friends.

**Your parents** - They may wish to help you create your own game of Polyominoes (page 8). They also might like to help you create your first magic square (page 11)

or Tower of Hanoi (page 16). Perhaps you'd like to go over the spelling list (on page 36) and practice any unfamiliar words with your folks.

**Your teachers** - If you enjoyed my elevator puzzle, you might like to discuss the article on page 23 with your physics teacher. Discuss your questions about my Microscope (page 17) with your math teacher.

- You might also like to do some research. Have you been to:

**Your library** - Do you like science? Check out nonfiction books written by Isaac Asimov. (His science fiction works are great, too.) Do you like brain-teasing puzzles? Check out nonfiction books by Martin Gardner. Do you enjoy reading about the English language? Check out books by Richard Lederer.

There's also a fine bibliography included in your **EncycloAlmanacTionaryOgraphy**. Perhaps you'd like to check out some of the books listed there. For instance, Edgar Allen Poe has always been a favorite macabre poet of mine. Have you read *The Raven*? Maybe you'd like John Steinbeck's *Of Mice and Men*. Have you tackled any of Shakespeare's plays yet? Try reading *Merchant of Venice* now. Then read it again in about two years.

- Learn to use a thesaurus and a dictionary.

Two other important reference books include:

1. The Random House Children's Encyclopedia. New York, Random House, 1991.
2. Macaulay, David. The Way Things Work. Boston, Houghton Mifflin Company, 1988.